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TO THE RESCUE

RYDER WINDHAM

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ROGUE SQUADRON TO THE RESCUE

RYDER WINDHAM

SCHOLASTIC INC.

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**PRELIMINARY
MISSION**

PRELIMINARY MISSION

CHAPTER ONE

On the planet Coruscant, a thunderstorm showered down upon Imperial City. Dark clouds hung heavy in the sky, casting off violent lightning bolts and heavy sheets of rain. Descending through the clouds, a long Carrack cruiser flew toward the palace, returning from a mission to the Unknown Regions.

The Carrack carried five TIE fighters on its external racks. One of the TIE fighters was a bent-winged model, the Advanced x1 prototype. Every Imperial and Rebel in the galaxy knew the x1 prototype belonged to Darth Vader, Dark Lord of the Sith.

Landing near the palace, the Carrack touched down on a broad plastoid platform, slick with water. Darth Vader stepped out of the cruiser and onto the wet platform. Cold rain spattered down upon his black helmet and cape-covered shoulders as he walked to the palace entrance. Captain Mordak and Officer Tix emerged from the Carrack and splashed after Vader, trying to keep up with his long strides.

Vader and the two Imperial officers entered the palace and marched down a long hallway lined by two garrisons of stormtroopers. At the end of the corridor, four Imperial Royal Guards stood before a tall triangular doorway. Seeing Vader, the red-armored guards stepped aside and let him enter the throne room. Mordak and Tix followed Vader's lead, leaving a trail of wet footprints.

Emperor Palpatine was seated in his floating command console as Vader walked into the throne room. As Mordak

and Tix remained near the triangular doorway, Vader knelt before the Emperor.

Palpatine's bloodshot eyes were wide open, staring at the floor. He did not look up at Vader as he asked, "Did Admiral Termo have Grand Moff Tarkin's holotape?"

"Yes, my master," Darth Vader answered. Reaching into his tunic pocket, Vader removed the holotape.

The Emperor's eyes rolled up to examine the holotape. As if pulled gently by an invisible hand, the tape slipped slowly away from Vader's gloved hand and performed a mid-air somersault before reaching the Emperor's skeletal fingers. "Well done, my servant. And did you convey my regards to Admiral Termo?"

"The admiral will *never* fail you again, my master," Darth Vader replied.

Palpatine grinned. His smile grew wider, causing deep lines to form in his gaunt cheeks. "Termo's death will remind other officers to be more careful with their Star Destroyers!" the Emperor leered, casting a glance at Mordak and Tix in the doorway. "Wait outside for further instructions." After the two officers had left the room, the Emperor turned to Vader and said, "Now, let us listen to Grand Moff Tarkin's recording."

The Emperor inserted the holotape into a narrow slot built into the arm of his floating command center. A green beam of light projected a holographic image of Grand Moff Tarkin into the air.

"This holotape is for Emperor Palpatine from Grand Moff Tarkin," Tarkin's hologram announced, a trace of menace in his voice. "Only the Emperor possesses the code

key for this tape. Enter the code key sequence now or eject the tape."

The Emperor moved his right hand over a small sensor screen, allowing his own hand to be scanned for identification. The sensor recognized Palpatine's fingerprints and deactivated the holotape's security mechanism.

Grand Moff Tarkin's hologram flickered and his face became less threatening. "My Emperor," Tarkin's image spoke, "as I make this recording, the Death Star is traveling to the Yavin system. If you are listening to this holotape, it is because I am dead. I know the price of failure, my Emperor, and I will not ask for your forgiveness. Instead, I offer you my final plan for intergalactic conquest."

"Oh, this should be *most* entertaining!" the Emperor cackled with glee. Darth Vader looked away from Tarkin's hologram, setting his gaze on the grinning Emperor. A small trickle of green drool oozed down Palpatine's pale chin. Vader turned back to the holographic projection.

"While building the Death Star," Tarkin's hologram continued, "I have labored on a gravity well projector that should prevent starships from entering hyperspace. If it works, this device will also be able to pull starships out of hyperspace. No one will be able to escape the grip of the Empire!"

Grand Moff Tarkin's hologram went on to describe his plan in detail. Although he was dead, Tarkin had succeeded in gaining the full attention of both the Emperor and Darth Vader.

After Tarkin's recording ended, Palpatine sank back into his seat. "What do you think of Tarkin's instructions?"

the Emperor asked Lord Vader. "Do you believe his plans for a gravity well projector will work?"

"Grand Moff Tarkin was an inspired inventor," Vader stated. "But as we saw with the Death Star, his inventions can be flawed."

Raising a bony finger to his pale face, the Emperor stroked his chin. "But if such a gravity well projector will prevent enemy ships from escaping into hyperspace, our fleet will be undefeatable!"

"Do you wish for me to personally oversee the execution of Tarkin's plans, my master?" Vader inquired.

"No," the Emperor replied. "Although we must maintain absolute secrecy on this project, your duties lie elsewhere. You must supervise the construction of your flagship *Executor* at the starship yards of Fondor." Rising from his seat, the Emperor stepped away from his floating command console. "I want Captain Mordak to direct the gravity well projector experiment. We must use non-Imperial ships to maintain secrecy. Have our contacts on Bonadan arrange for the shipment of necessary building materials. You will then proceed to Fondor."

Handing the holotape to Vader, the Emperor ordered, "Review Tarkin's recording and prepare instructions for Captain Mordak." Then he turned away and slid back into his command console. Lowering his eyelids, the Emperor prepared to enter a deep meditation. "On your way out, tell the guards I must not be disturbed for the next hour."

"As you wish, my master," Vader replied.

Something in Darth Vader's tone disturbed the Emperor. But in the moment it took for Palpatine to look up, Darth Vader had already left the room.

Vader found Captain Mordak and Communications Officer Tix waiting in the hallway. Stopping before Mordak, Vader towered over the young man. Looking on, Tix held his breath, trying desperately to contain a sneeze.

"The Emperor believes you can handle a challenge, Captain Mordak," Vader proclaimed. "You are about to embark on a covert operation. Prepare to leave for the planet Bonadan. I will provide your instructions. I will also arrange for a non-Imperial freighter from Space Station Kwenn to meet you on Bonadan. A standard freighter will attract less attention than an Imperial ship."

"Yes, Lord Vader," Mordak responded.

"And congratulations," Vader's low voice rumbled. "You have just been promoted . . . *General* Mordak!"

CHAPTER TWO

On a distant planet in the Unknown Regions, the *Millennium Falcon* was parked beside the remains of an old transmission tower. Standing at the bottom of the *Falcon's* landing ramp, Luke Skywalker and Han Solo watched as Q-7N flew out over the sand. Artoo-Detoo wobbled forward onto the ground, leaving a clear path as he followed the hovering Q-7N.

Hours earlier at the Rebel base on Yavin Four, Q-7N had intercepted a distress signal. The small droid had been able to decode the signal and traced the transmission's origin to the Unknown Regions. Believing Q-7N's homeworld might be in danger, Luke, Princess Leia Organa, and the droids See-Threepio, Artoo-Detoo, and Q-7N joined Solo and Chewbacca the Wookiee to investigate the Unknown Regions.

The *Millennium Falcon* had blasted away from Yavin Four and then entered hyperspace, following a course plotted with Q-7N's decoded coordinates. The long journey ended at a deserted planet, far from any known civilization.

"It's a good thing Q-7N could understand the distress signal," Luke mused. "Without those coordinates, we would've had no idea where to look."

"Yeah, kid, but look where it *got* us," Solo commented. "All those light years have taken us to a dead end. Maybe we shouldn't have listened to that little droid."

"That's not fair, Han!" Luke protested. "Q-7N has helped us fight the Empire. If his planet is in danger, we owe it to him to investigate."

"Listen, Luke," Solo countered. "Q-7N spent hundreds of years guarding that pirate treasure on Yavin Four before we found him. He claims he can't remember much before the pirates put him there. All I'm saying is that maybe it's a bad idea to follow instructions from an ancient droid with a bad memory."

Pointing to the ruins of the transmission tower, Luke observed, "See those black streaks in the stones at the base of the foundation? Those are fresh scorch marks, probably from only a few hours ago. It looks like someone dropped a dozen free-falling thermal detonators on that tower!"

"You're right," Solo agreed. "But that just means we got here *too late*, Luke. There's nothing we can do about what-ever happened here."

Descending the *Falcon's* ramp, Princes Leia brushed a tangle of hair from her face. "Looks like you flew us here a little *too fast*, Solo," Leia commented. "When we left hyperspace, the *Falcon's* hyperdrive motivator took a pounding. Chewbacca and See-Threepio are fixing it now."

"Hey, at least I got us here, didn't I?" Solo shrugged.

Leia followed Luke's gaze across the sandy wastes and asked him quietly, "What's Q-7N looking for?"

"I don't know," Luke replied. "The only thing he could remember was that this planet's civilization either had left or had been destroyed a long time ago. Maybe he'll find something that will refresh his memory."

Luke, Leia, and Solo watched as the small droid bobbed up and down in the air, as if riding an invisible current. Suddenly, Q-7N plunged down into the sand, vanishing below the surface.

Artoo began to beep frantically. The three humans ran

to the astromech's side. Trying to find Q-7N, Luke brushed away the sand. Within seconds, his hands scraped across a buried door.

"What is it?" Solo asked.

"Some kind of underground hatch," Luke observed. "It's damaged too. It looks like someone blasted it and then covered it up." Pointing to a wide hole punched through the door, Luke surmised, "Q-7N must have slipped down through here!"

"Let's lift the hatch and go after him," Leia suggested. Before anyone could move, Q-7N launched up through the hole in the hatchway.

"Q-7N!" Luke exclaimed. "What happened? What's down there?"

"My sensors found the door, and I went down to investigate," the hovering droid answered. "There's an old storage area down there. Nothing but junk."

"Any sign of life?" Leia asked.

"None," Q-7N answered. "I suspect the distress signal was an accident of some kind. I don't know what triggered the signal, but there's nothing down below that's worth salvaging."

"Are you sure?" Solo asked. "Nothing of *any* value?"

"I'm afraid not," the droid replied.

"I guess we really *did* come all this way for nothing," Solo grumbled, clearly annoyed.

A roaring sound high overhead prompted the Rebels to look up. Seeing the fire of a breaking rocket arc across the sky, Luke reached for his macrobinoculars.

Gazing at the high-flying rocket, Luke announced, "It's a message droid!" Message droids were used to carry secret

information across the galaxy. Although such droids' boosters were expensive and only good for a one-way trip, they served a purpose. Unlike transmitting a message over holonet relays, a disposable message droid could not be easily intercepted by an enemy.

Watching the small vessel fall toward the desert floor, Han Solo asked, "What makes anyone so sure it's carrying a message for us?"

"I gave our coordinates to Wedge Antilles," Leia answered. "Rogue Squadron might need our help!"

Firing its retros, the message droid slowed its fall and landed not far from the *Millennium Falcon*. Luke was the first to reach the landing site.

The message droid was a compact, rounded box, half the size of R2. An antigrav unit allowed the droid to hover a meter off the ground. "I have a message for Princess Leia," the droid announced.

"I am Princess Leia," Leia declared.

"Voice check confirmed," the droid responded. On top of the droid, a metal plate slid back and exposed a holoprojector. A hologram of Wedge Antilles materialized in the air above the droid. Wedge was disguised as a trader, wearing a tan coat and brown cape to conceal his flightsuit.

"Sorry to interrupt your mission to the Unknown Regions, Princess Leia," Wedge's recording apologized. "Rogue Squadron and I are on Space Station Kwenn. So far, we have avoided any contact with Imperial forces, but I'm afraid we might be in for some trouble.

"Hours ago," Wedge's hologram continued, "the Empire seized a Corellian Action VI bulk freighter without any explanation. Stormtroopers arrested and locked up the

freighter's crew. Luckily, no one was killed. We're going to investigate, but we may need your help. I request you meet us at Docking Bay 238 on the station's mid-level as soon as possible. May the Force be with you. Antilles out." The hologram flickered once before vanishing, ending the recording.

Looking away from the deactivated message droid, Leia asked, "How long will it take for us to reach Space Station Kwenn?"

"For any other pilot, it would take two hours," Solo answered. "But the *Falcon* is the fastest ship in the galaxy, Princess, and I'm not any other pilot!"

"Spare us your bragging, Solo," Leia said. "And *please* just answer the question. How long?"

"About ninety standard minutes, your gratefulness," Solo replied.

"We'd better get moving!" Luke exclaimed, turning toward the *Millennium Falcon*.

As the rest of the group returned to the ship, Q-7N hung in the air and rotated his photoreceptors. Taking a final look at the planet, the small droid turned and flew back to the waiting *Falcon*.

CHAPTER THREE

On Space Station Kwenn, three hooded figures hid behind a stack of crates in Hangar 872-H. One of the figures adjusted the focus on a battered set of macrobinoculars.

"Here, Wedge, take a look," Wes Janson said as he passed the macrobinoculars to Wedge Antilles. Peering through the lenses, Wedge got a magnified view of a large Corellian Action VI bulk freighter at the far end of the hangar.

The freighter was 125 meters long and had a cargo capacity of 90,000 metric tons. Like most bulk freighters of its class, the cargo vessel appeared to be completely unarmed.

Tycho Celchu kept watch behind Wedge and Wes. Disguised as traders, all three men were actually pilots for Rogue Squadron, the Rebel Alliance's elite fighting force.

Hoping to find a location for a new Rebel base, General Jan Dodonna had sent Rogue Squadron on a secret mission to Space Station Kwenn. Located at the edge of the Inner Rim Territories, the massive, citylike station was considered the last fuel and supply stop before entering the Outer Rim.

By studying starship trade routes from Space Station Kwenn, Wedge thought he could find safe passage through the Outer Rim for the Rebel fleet. Instead, he found that many trade routes had already been changed by the Empire.

"I can see six stormtroopers at the stern of the freighter," Wedge observed. "There may be more inside the vessel. The troopers are unloading the ship's cargo."

"Do you have any idea why the Imperials have taken over this particular freighter?" Wes asked.

"The Empire takes whatever it wants," Wedge stated, lowering the macrobinoculars. "But since they lost so many ships at the Death Star, my guess is they want this freighter for their own use. By emptying it, they're probably making room for something."

Glancing at his chronometer, Tycho noted, "It's almost 0.400 hours. The other pilots will be waiting for us at Docking Bay 238 in a few minutes."

"Is there any chance the *Millennium Falcon* crew will get here in time to back us up?" Wes asked.

"We don't know for certain whether Princess Leia even found our message droid," Wedge whispered. "You two go back to Docking Bay 238 without me and wait for the *Falcon*. I'm going to find out where the Imperials are sending this freighter."

Before Wes and Tycho could answer, a voice called out, "Stop where you are!"

The three Rebels turned to see three stormtroopers step out from behind a stack of crates. Leveling a sleek blaster rifle at the disguised pilots, the lead stormtrooper remarked, "You're not supposed to be here!"

Wedge Antilles shook his head and smiled. "What do you think we should do, boys?" he asked his two friends.

"I think we should give these stormtroopers free dancing lessons," Tycho muttered.

"Or at least teach them some manners," Wes added.

"Put your hands in the air!" the lead stormtrooper ordered.

"I don't think so!" Wedge replied.

MISSION BRIEFING



MISSION BRIEFING

Before you proceed, you must consult the Mission Guide for the rules of the STAR WARS MISSIONS. You must follow these rules at all times.

This is a Rebel mission.

You are a Rogue Squadron fighter pilot who has been sent to Space Station Kwenn to study the trade routes. You have stumbled upon what appears to be an Imperial plan. The Empire has seized a Corellian Action VI bulk freighter. You suspect the Imperials want to use the freighter for a covert assignment. Stormtroopers have rounded up the freighter's crew, locking them in detention cells.

Space Station Kwenn is an immense fuel and supply stop, a combined city and spaceport. It has many hotels and restaurants as well as starship hangars and repair shops. Although the Empire does not own Space Station Kwenn, the Imperial Navy maintains a number of docking bays for missions to the Outer Rim. The station is so large that many visitors sometimes become lost.

Your goal is to free the ship's crew from the detention cells and learn the Empire's secret destination for the freighter. To learn the destination, you may have to board the captured freighter. After you gain the information, you must report back to the rest of Rogue Squadron at Docking Bay 238.

It is possible your character will be seriously injured and not survive this Mission. You must use Life Points to measure your life in this game. You begin the Mission with

3 Life Points. You will have the chance to add more Life Points as you find them in the Mission. If you run out of Life Points, you will have to subtract 200MP from your MP total and begin the Mission over again as another character.

You start this Mission with your MP total from your previous Mission (or 1000 MP if this is your first Mission.)

Choose your character. You can take no more than four weapons (including a blaster rifle or pistol), and three vehicles (one must be for space travel and another for land). You may use Power no more than three times on this Mission.

May the Force be with you.

**YOUR MISSION:
ROGUE SQUADRON
TO THE RESCUE**



Surrounded by stacked crates in Hangar 872-H, you glare at the lead stormtrooper. His blaster rifle is aimed at your heart. Behind him, the two other stormtroopers have their gloved hands on their own rifles.

Your two fellow Rebel pilots stand behind you. Your capes conceal numerous weapons.

Choose to evade the stormtroopers by using Power, evade the stormtroopers without Power, combat the lead stormtrooper with strength, or combat the lead stormtrooper using a weapon. Avoid using any loud weapons that will attract the six stormtroopers who guard the captured freighter.

To evade the stormtroopers (using Power)*: Choose your Evasion Power or your Object Movement Power. Your Power's low-resist# + your Jedi# + your strength# + 1 is your confront#. Roll the 6-dice to knock down the crates and dodge the stormtroopers.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. The crates crash down on the troopers. You make a quick escape.

If your confront# is less than your roll#, subtract the difference from your MP total. Your diversion doesn't work. The troopers knock past the crates and aim their weapons at you. You must proceed to combat the lead stormtrooper (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To evade the stormtroopers (without Power): Your strength# +2 is your confront#. Roll the 6-dice to launch a powerful kick at one of the stacked crates.

If your confront# is equal to or more than your roll#, add the difference +12 to your MP total. Your kick causes a dozen large crates to tumble down, trapping the Imperials. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The crates are filled with heavy objects and you have stubbed your toe. Add your stealth# +4 to your confront# for your new confront#. Roll the 12-dice to leap over the crates and lead your two friends out of Hangar 872-H.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The two Rebel pilots follow your escape route to a hangar doorway. The doorway leads to an access tube and you may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Stumbling over the crate, you are shot by the lead stormtrooper. Subtract 1 Life Point from your Life Point total for your new Life Point total. Also subtract 1 from your strength# for the rest of this confront, and proceed to combat the lead stormtrooper (below).

To combat the lead stormtrooper (using strength): Add your stealth# to your strength# for your confront#. The lead

stormtrooper stands between you and his two backup troopers. Roll the 6-dice to throw a punch at the lead stormtrooper.

If your confront# is equal to or more than your roll#, add the difference +11 to your MP total. Your punch sends the lead stormtrooper flying into his comrades. They sprawl on the ground, and you make your escape.

If your confront# is less than your roll#, subtract the difference from your MP total. The lead stormtrooper dodges your punch. Subtract 1 from your confront# for your new confront#. Roll the 6-dice to throw another punch.

If your new confront # is equal to or more than your roll#, add the difference to your MP total. Your fist connects with the trooper and he falls to the floor. The two remaining stormtroopers raise their weapons. To proceed, choose to combat both stormtroopers at once or one at a time (below).

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have decked the lead stormtrooper. Then you must proceed to combat both stormtroopers at once (below).

To combat the lead stormtrooper (using a weapon):

Choose a weapon that makes little or no noise (Togorian scimitar, Cryogen whip, lightsaber, stun baton, etc.) Your weaponry# + your weapon's close-range# is your confront#. Roll the 6-dice to fight.

If your *confront#* is equal to or more than your *roll#*, add the difference +12 to your MP total. The stormtrooper is knocked into his comrades. They lie in a heap on the ground, and you make your escape.

If your *confront#* is less than your *roll#*, subtract the difference from your MP total. The stormtrooper dodges your attack and fires his own weapon. Roll the 6-dice.

If you roll 1 or 2: The stormtrooper misses you and you have another chance to attack. Repeat this confront until the lead stormtrooper is out of the way.

If you roll 3: You don't have time to dodge the stormtrooper's fire, and are hit. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you must now repeat this confront until the lead stormtrooper is out of the way.

If you roll 4, 5, or 6: The stormtrooper misses his shot. You shoot back and disable him. Now you must combat the other two stormtroopers, either both at once or one at a time (below).

To combat both stormtroopers at once: Choose a weapon that makes little or no noise (Togorian scimitar, Cryogen whip, lightsaber, stun baton, etc.). Add your *weaponry#* to

your weapon's low-range# +5 for your confront#. Roll the 12-dice to strike down both troopers with one quick attack.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. Struck down before they could fire, the two stormtroopers clatter against the hangar floor. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Each stormtrooper takes a quick step to the side, neatly avoiding your assault. You must proceed to combat one stormtrooper at a time (below).

To combat one stormtrooper at a time: Choose a weapon that makes little or no noise (Togorian scimitar, Cryogen whip, lightsaber, stun baton, etc.) Your weaponry# + your skill# + your weapon's mid-range# +2 is your confront#. Roll the 12-dice to strike the nearest stormtrooper.

If your confront# is equal to or more than your roll#, add the difference +2 to your MP total. Striking the nearest stormtrooper, you turn to his surprised partner. Repeat this confront to attack the remaining trooper. When you have defeated both troopers, you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Missing the trooper entirely, you must attack again. Add +1 to your confront# for your new confront#. Roll the 12-dice to strike at the Imperial soldier.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. With deft use of your weapon, you send the stormtrooper crashing into a stack of crates. If necessary, repeat this confront to combat the remaining stormtrooper. When you have defeated both troopers, you may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until both stormtroopers are out of commission. Then you may proceed.

The three stormtroopers are either unable to find you or are lying unconscious. You have also helped your two friends escape from Hangar 872-H. Choose to add 40MP to your MP total or 1 Life Point to your Life Point total (Advanced level players choose to add 100MP to your MP total or 2 Life Points).

Swiftly exiting Hangar 872-H, the two Rebel pilots follow you into a long passage tube. You spot a three-armed NR-5 maintenance droid repairing a damaged air vent built into the wall. Passing the slotted vent, you feel cool air being pumped into the passage tube. The tube itself leads from the hangar to a broad, crowded shopping complex.

The shopping area is filled with many humans and aliens, bargaining for everything from R'alla mineral water to repulsorlift engines. A nearby courtyard is bracketed by

thick transparisteel windows, offering a broad view of the stars.

In the middle of the courtyard floor, a large circular pool is inhabited by bizarre creatures from oceanic worlds. The deep pool extends to a lower level, where people can observe the creatures swimming. One of Space Station Kwenn's more expensive restaurants is on the next level down.

Throughout the multilevel complex, potted ch'hala trees add a colorful touch to the industrial interior. The greenish-purple trees have leafy tops and slender trunks that quickly turn red at the sound of a loud noise.

From the courtyard, a long corridor leads to a lift tube and other service areas. Before you can consider your next move, nine stormtroopers enter the shopping complex.

"Attention!" calls out the stormtrooper squad leader, causing the ch'hala trees to tremble with a burst of crimson. "Stormtroopers encountered three spies in Hangar 872-H. Everyone in this area must submit to an identity check!"

"We can't risk a fight here," you whisper to your fellow Rebels. "There are too many people around. We'll have to split up. You two go to the lift tube and return to Docking Bay 238. Alert the rest of Rogue Squadron that the Imperials might know we're here. I'll try to distract these troopers from following you."

Stepping away from your friends, you approach the Imperial soldiers. Because of the crowd, you want to avoid using a weapon.

Choose to distract the stormtroopers by insulting or tripping the squad leader.

To insult the squad leader: Your charm# +1 is your confront#. Roll the 6-dice to tell the stormtrooper squad leader he smells like a nerf herder.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. Hearing your insult, the squad leader turns his helmet to face you. If it weren't for your charm, he would have killed you for what you just said. The squad leader steps forward. Out of the corner of your eye, you see your friends get away. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Either the squad leader can't hear through his thick helmet or he thinks nerf herders smell okay. You must proceed to trip him (below).

To trip the squad leader: Your stealth# +2 is your confront#. Roll the 6-dice to extend your foot in front of the walking squad leader's leg.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The squad leader trips over your foot and crashes against the floor. Out of the corner of your eye, you see your friends sneak away. The squad leader rises to his feet. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The stormtrooper stumbles over your leg but does not fall to the floor. He thinks he accidentally bumped into your foot and asks

for your identification. Add your strength# +4 to your confront# for your new confront#. Roll the 12-dice to give the trooper a hard shove.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The squad leader tumbles backward down to the floor. Realizing the shove was definitely not an accident, he angrily rises to his feet. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have toppled the squad leader.


The stormtroopers level their weapons at you. Realizing a fight is about to break out, several aliens and humans cautiously step away. Luckily, your two friends have already escaped.

The stormtroopers spread out, preventing you from making a run for the corridor or back to Hangar 872-H. You deliberately step backward to the circular pool. As crazy as it seems, the pool may be your only way out. Several small fish splash in the water behind you.

"I'll teach you to mess with me!" the squad leader yells.

He sticks his blaster rifle forward, aiming the barrel under your chin.

To escape: Your strength# + your stealth# +5 is your confront#. Quickly grabbing hold of the barrel with your hands, you twist it sharply and catch the trooper off guard. Roll the 12-dice.



If your confront# is equal to or more than your roll#, add the difference +15 to your MP total. Turning on your heel, you take a deep breath and fall backward into the pool. The squad leader is startled. Remember this as you proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The trooper grabs hold of you and you both fall backward into the pool. The squad leader is alert and combative. Remember this as you proceed.

Plunging down into the water, you drag the struggling trooper to the bottom of the deep aquarium. On the other side of the transparisteel tank's windows, stunned diners in the expensive restaurant look up from their meals.

All stormtroopers' uniforms are equipped with an emergency oxygen supply tank built into the armor's backplate. The squad leader's breathing apparatus activates and he wrestles with you, trying to reach your throat as bubbles rise out of your nose and mouth. Behind the stormtrooper, a blue tentacled creature rises from the aquarium floor. Fourteen tentacles extend outward from the creature's body, revealing a wide mouth with several rows of sharp teeth.

Unless you neutralize the submerged Imperial soldier, you may drown. Choose to deactivate the squad leader's breathing apparatus, feed him to the creature, or neutralize him with a weapon.

To deactivate the squad leader's breathing apparatus: If the squad leader was startled at the end of your last confront,

your skill# +3 is your confront#. If the squad leader was alert and combative, your skill# +1 is your confront#. Roll the 6-dice to cut off the squad leader's air supply.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. Smashing your hand into the squad leader's backplate, you damage his uniform's life-support system. Bubbles explode from his back and he jerks away from you. The creature extends its tentacles and encloses the trooper's body. You may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Unable to punch the squad leader's backplate, you must take more desperate measures. Proceed to feed the squad leader to the creature (below).

To feed the squad leader to the creature: Add your stealth# to your strength# +1 for your confront#. If the squad leader was startled at the end of your last confront, roll the 6-dice to push the Imperial soldier toward the tentacled creature. If the squad leader was alert and combative, roll the 12-dice.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. Wrapping its tentacles around the flailing squad leader, the creature opens its jaws and swallows the stormtrooper. The creature starts spitting out pieces of white armor and you must proceed quickly . . . before the creature gets hungry again.

If your *confront#* is less than your *roll#*, subtract the difference from your MP total. The squad leader grapples with you, dragging you toward the creature. You lose your footing on the aquarium floor and are suddenly gripped in the creature's tentacles. Add +3 to your *confront#* for your new *confront#*. Roll the 12-dice to break free from the creature.

If your new *confront#* is equal to or more than your *roll#*, add the difference to your MP total. You are released by the creature but must still deal with the sunken stormtrooper. Proceed to deactivate the squad leader's breathing apparatus (above) or neutralize him with a weapon (below).

If your new *confront#* is less than your *roll#*, subtract the difference from your MP total. The creature's mouth clamps down around your legs. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you must repeat this confront until you have fed the squad leader to the creature.

To neutralize the squad leader with a weapon: Choose your weapon. If the squad leader was startled at the end of your last confront, your *weapon#* + your *skill#* + your weapon's *close-range#* +4 is your *confront#*. If the squad leader was alert and combative, your *weaponry#* + your weapon's *close-range#* +3 is your *confront#*. Roll the 12-dice to combat the sunken Imperial soldier.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Fortunately, your weapon works well underwater. The squad leader collapses to the bottom of the tank and the tentacled creature moves toward his body. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The water clogged your weapon. You must proceed to deactivate the squad leader's breathing apparatus or feed the squad leader to the creature (above).

You are running out of air. Quickly, you gaze up to the top of the tank. Although your vision is blurred by the water, you can see eight stormtroopers gazing down into the tank. They are waiting for you to resurface. Their blaster rifles are already aimed.

You realize you'll never make it out of the tank the same way you came in. Plus, blasting through the transparisteel might kill the fish and injure the diners gathered outside the aquarium. You must look for another way out. You can do so with or without Power.

To find another way out (using Power)*: Choose your Sight Power. Your Jedi# + your Power's mid-resist# +2 is your confront#. Roll the 6-dice to find an escape.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. Through the murky water, you locate a hatch that leads to an airlock. You must now choose whether to escape through

the airlock hatch or blast your way through the transparisteel (below).

If your confront# is less than your roll#, subtract the difference from your MP total. You can't find another exit. You will have to blast your way through the transparisteel.

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To find another way out (without Power): Your skill# +2 is your confront#. Roll the 6-dice to find an escape.

If your confront# is equal to or more than your roll#, add the difference +12 to your MP total. Through the murky water, you locate a hatch that leads to an airlock. You must now choose whether to escape through the airlock hatch or blast your way through the transparisteel (below).

If your confront# is less than your roll#, subtract the difference from your MP total. You can't find another exit. You will have to blast your way through the transparisteel.

To escape through the airlock hatch: Your stealth# + your strength# +5 is your confront#. Roll the 12-dice to open the hatch and crawl through.

If your confront# is equal to or more than your roll#, add the difference +15 to your MP total. Your brief journey through the hatch brings you into the restaurant's kitchen. Breathing steadily, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The hatch won't open. You must proceed to blast your way through the transparisteel (below).

To blast your way through the transparisteel: Choose your weapon (a lightsaber may be used). Add your weaponry# to your weapon's close-range# +3 for your confront#. Roll the 6-dice to break through the transparisteel wall.

If your confront# is equal to or more than your roll#, add the difference +9 to your MP total. A neat hole appears in the transparisteel wall and water gushes into the restaurant. Diving through the hole, you land on a table, sending some alien diners sprawling. Glancing back at the aquarium, you see the tentacled creature plugging the hole with the squad leader's armor. The water is contained and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The blast carved a chunk out of the transparisteel but you'll have to try again to break through. Repeat this confront until you have blasted a hole through the transparisteel.

Running through the restaurant, you dodge frightened waiters and diners. Concentrating on your mission, you realize you must reach the detention cells. The freighter's imprisoned crew might know what the Empire has in store for their vessel.

For surviving an underwater encounter with a carnivorous creature and defeating a stormtrooper squad leader, add 35MP

to your MP total or 1 Life Point to your Life Point total (75MP or 1 Life Point for Advanced Level players).

Before you can reach the restaurant's exit, a large alien bartender blocks your path. "Hold it right there!" the bartender yells, his five eyes glaring at you. "Where do you think you're going?!"

The bartender might be able to direct you to the nearest lift tube and detention cells. Choose to ask for directions by using Power or without Power. If those options do not succeed, you will have to combat the bartender.

To ask for directions (using Power)*: Choose your Persuasion Power. Your Jedi# + your charm# + your Power's mid-resist# is your confront#. Roll the 6-dice to convince the bartender to tell you how to reach the detention cells.

If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. Unable to resist your persuasion, the bartender mumbles the directions. He stands aside and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The bartender has an extremely dense skull and your talk has only given him a headache. Using simple words, you must proceed to ask for directions without Power (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To ask for directions (without Power): Your charm# +1 is your confront#. Telling the truth, you explain you are a member of the Rebel Alliance and you need to find the detention cells. Roll the 6-dice to get the bartender's response.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The bartender hates the Empire and gives you a big hug. Then he gives you directions. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Suspecting you're really an Imperial spy, the untrusting bartender raises a meaty fist to punch your lights out. You must proceed to combat him (below).

To combat the bartender: Your strength# +5 is your confront#. Roll the 12-dice to knock the bartender out of your way.

If your confront# is equal to or more than your roll#, add the difference +2 to your MP total. Knocking the bartender clear across the room, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The bartender is not easily shoved around. Add +2 to your confront# for your new confront#. Roll the 12-dice to flip the fellow over the restaurant's bar.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The bartender sails over the bar, crashing against the wall. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Roll the 6-dice to assess the damage.

If you roll 1 or 2: The bartender's punch knocks you out cold. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, the bartender has decided he's through with you, and walks away. You may now proceed.

If you roll 3 or 4: The bartender sends you flying against the nearest wall. Ouch. Then he walks away, satisfied with the damage he's done. Subtract an additional 20MP from your MP total and proceed.

If you roll 5 or 6: You take a serious hit in the arm. For the rest of the mission, subtract 1 from your strength#. Luckily, the bartender is satisfied that you've learned your lesson. He walks away grinning, and you may proceed.

Running outside the restaurant, you see an illuminated multilevel map for Space Station Kwenn on the wall.

If the alien bartender did not direct you to the detention cells, the map shows you the route. If he did give directions, the map confirms he told the truth.

At the end of a narrow hallway, you reach an open lift tube door. The lift tube should bring you to the detention cells. You press the key for five levels down.

Seconds later, the lift tube doors slide back to reveal the detention level. Surveying the long corridor, you note the hard metal floors, low ceilings, and dim lights. The layout resembles other Imperial prison facilities. Suspecting the Empire has assumed total control of the detention cells on Space Station Kwenn, you move forward cautiously.

Turning a corner, you nearly walk into a computer console. A K4 security droid stands behind the console. Near the K4, an interrogator droid hovers in the air. Beyond the droids, you can see six cell doors, three on your left and three on your right.

Both droids rotate their photoreceptors in your direction. You must choose to trick the droids into leaving (with or without using Power), or to combat them with your bare hands or a weapon. If you choose to use a weapon, your aim must be precise. A poorly aimed blaster might cause a lethal ricochet.

To trick the droids into leaving (using Power)*: Choose your Deception Power or Persuasion Power. Your Jedi# + your Power's low-resist# +2 is your confront#. Roll the 6-dice to convince the droids that there has been a power surge, and they must leave at once or risk being fried.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The droids don't want to have their circuits overloaded. They quickly leave the room, freeing you to proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The droids don't believe you. You must combat them, with your bare hands or with a weapon (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To trick the droids into leaving (without Power): Your charm# +2 is your confront#. Roll the 6-dice to convince the droids that there has been a power surge, and they must leave at once or risk being fried.

If your confront# is equal to or more than your roll#, add the difference +8 to your MP total. The droids are grateful to you for saving them. They quickly leave the room, and you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The droids don't believe you. You must combat them, with your bare hands or with a weapon (below).

To combat the droids with your bare hands: Your strength# +1 is your confront#. Roll the 6-dice to swing both fists at the hovering interrogator droid.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. Striking the interrogator droid, you send it smashing against the K4 droid's head. The impact causes a small explosion, destroying both droids. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The interrogator droid rises, avoiding your strike. You must now proceed to combat the droids with a weapon (below).

To combat the droids with a weapon: Choose your weapon. Add your weaponry# to your weapon's close-range# +6 for your confront#. The K4 security droid raises its blaster rifle at you. Roll the 12-dice to aim for the K4's head.

If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. The K4's head explodes before the droid could properly aim its blaster rifle. As the K4 falls to the floor, its weapon misfires and destroys the interrogator droid. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You missed the K4 and the droid fires its blaster rifle. A ricocheting bolt slams into your chest. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, add +1 to your confront# for your new confront#. Roll the 12-dice to combat the K4 again.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The K4 is destroyed and accidentally shoots the interrogator droid. You only suffered a slight flesh wound and may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have destroyed the K4 security droid. When the K4 topples, it will accidentally shoot the interrogator droid and you may proceed.

Stepping over the fallen droids, you examine the six cell doors. The captured freighter's crew may be held in more than one cell. All the doors are locked, so you turn back to the K4 security droid's computer console and adjust the proper switches.

To open a cell door: Roll the 6-dice to open a cell door. The number you roll will determine the door that opens.

If you roll 1: Cell #1 is empty. Subtract 5MP from your MP total and roll again.

If you roll 2: Cell #2 contains the freighter's crew of eight. Add 35MP to your MP total (75MP for Advanced Level Players). The crew informs you their captain was taken to a different cell. Roll again to find the captain. If you have already found the captain, you may proceed.

If you roll 3: Cell #3 contains an inebriated Gamorrean. Imprisoned for being a public nuisance, the pig-faced alien jumps out of its cell. You must combat him.

To combat the Gamorrean: Your strength# +2 is your confront#. Roll the 6-dice to push the Gamorrean back into the cell.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The Gamorrean tumbles back into his cell, falling to the floor. Roll the 6-dice to enter another cell. If you roll 3, you may roll again. The Gamorrean is defeated and you do not need to reenter cell #3.

If your confront# is less than your roll#, subtract the difference from your MP total. Repeat the confront until you have defeated the Gamorrean. After he is defeated, roll the 6-dice to enter another cell. If you roll 3, you may roll again. The Gamorrean is defeated and you do not need to reenter cell #3.

If you roll 4: Cell #4 contains the freighter's captain. Add 10MP to your MP total. The captain informs you that her crew was taken to a different cell. Roll again to find the freighter's crew. If you have already found the crew you may proceed.

If you roll 5: Cell #5 contains a motion-sensitive I.M. Mine. Stepping into the cell, you activate the mine and it explodes. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, roll the 6-dice to enter another cell. If you roll 5, you may roll again. The mine has detonated and you do not need to reenter Cell #5.

If you roll 6: Cell #6 is empty. Roll again.

You have rescued the freighter's crew and their captain from their detention cells. Choose to add 75MP to your MP total or 2 Life Points to your Life Point total.

The captain and her crew are garbed in padded work uniforms. "Thanks for getting us out of there," the freighter's captain states. "I'm Captain Kar Lamoran of Corellia. You must be with the Rebel Alliance."

"What makes you say that?" you ask, surprised by Lamoran's assumption.

"Only a Rebel would be brave enough to risk everything to rescue us from this place," Lamoran explains. "Either that or you're just crazy!"

"Why did the Imperials take over your ship?" you inquire.

"We were returning from a supply run to the Circarpous Major star system," Lamoran recounts. "When we arrived to refuel on Space Station Kwenn, two stormtrooper squads were waiting for us. At first, we thought the Empire just wanted our cargo. Then a squad leader told us they were taking our entire ship."

"I saw stormtroopers emptying your freighter's cargo," you recall. "Maybe the Empire wants to use your freighter for a secret mission. Do you have any idea where they might be taking it?"

The captain shakes her head. "No idea, friend. But we'll do whatever we can to get our ship back!"

Looking at the eight members of the captain's crew, you confess, "For the size of your freighter, I expected a larger crew."

"Two droids assist us," Lamoran tells you. "As far as I know, they're both still onboard the ship."

Suddenly, two stormtroopers round the corner and enter the detention level. Noticing the absence of the K4 and interrogator droid, the stormtroopers raise their blaster rifles. "You there!" one stormtrooper yells at you. "Get back into your cells!"

Choose to combat the stormtroopers with or without Power.

To combat the stormtroopers (using Power)*: Choose your Aim Power. Your Power's mid-resist# + your Jedi# + your weaponry# is your confront#. Roll the 6-dice to stop the stormtroopers in their tracks.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The stormtroopers collapse in a heap. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You must combat the stormtroopers without Power (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To combat the stormtroopers (without Power): Choose your weapon. Add your weaponry# to your weapon's mid-range# +4 for your confront#. Roll the 12-dice to attack both stormtroopers at once.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The stormtroopers are no match for your use of weaponry. Both troopers collapse and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your aim was off. Add your skill# to your confront# for your new confront#. Roll the 12-dice again to combat both stormtroopers.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Defeating both troopers, you may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have neutralized both stormtroopers. Once they are defeated, you may proceed.

Removing the weapons from the fallen stormtroopers, you offer the blaster pistols and rifles to the freighter crew. "Imperial soldiers are already searching for me. When these two stormtroopers don't report in to their commander, every Imperial on Space Station Kwenn will be looking for you, too! You might need their weapons to defend yourselves. I have to find out where the Empire plans to send your ship."

"But we can help you!" Captain Lamoran offers.

"It's too dangerous," you declare. "Like I said, the Empire will be searching for you and your crew. The Rebels are counting on me to learn the freighter's destination. If

you want to help, go to Docking Bay 238 and find Rogue Squadron. Tell them I'm returning to the freighter in Hangar 872-H."

Kar Lamoran and her crew run toward the lift tube. As you move forward to examine a slotted air vent in the wall, you sense Lamoran glancing back at you. Then the lift tube doors close and you are alone on the detention level.

Cool air blows out of the vent that is bolted to the wall. Remembering the air vent in the passage tube to Hangar 872-H, you figure you can reach the hangar by traveling through the air shafts. You will need to rise six levels to be on the same level as Hangar 872-H.

Choose to unbolt the air vent, kick the vent in, or blast the vent open.

To unbolt the air vent: Your skill# +2 is your confront#. Roll the 6-dice to remove the bolts that secure the vent to the wall.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The bolt slides out and you remove the slotted vent from the wall. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The bolts are heavily rusted and cannot be removed. You must proceed to kick the hatch in or blast it open (below).

To kick the vent in: Your strength# +2 is your confront#. Roll the 6-dice to launch a powerful kick at the slotted vent.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. Smashing a hole in the vent, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your foot jams against the heavily reinforced vent. Proceed to blast the vent open (below) or unbolt the air vent — if you haven't already tried to (above).

To blast the vent open: Choose your weapon. Add your weaponry# to your weapon's close-range# for your confront#. Roll the 6-dice to blast a gaping hole through the slotted vent.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The slotted vent is vaporized along with a large chunk of the wall. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The blast merely dented the vent. Repeat the confront until you have destroyed the slotted vent, then you may proceed.

Turning on a glow rod, you enter the dark air shaft. Looking to your right, you see a ladder that runs up and down the external frame of the lift tube. Before you reach the ladder, an electric hum alerts you to an approaching droid. Slinking back into a corner, you watch as a droid with a heavy tread base rolls through the shaft.

Fifth-degree droids perform menial labor and possess little intelligence. This particular droid has been designed

for keeping the airshaft clean and free of germs. Gripping the metal walls with its magnetic treads, the sanitation droid is capable of moving vertically as well as horizontally within the enclosed shafts. The droid is sturdy enough to support your weight.

Choose to ride the sanitation droid (with or without Power) or climb the ladder to reach the upper levels.

To ride the sanitation droid (without Power): Your stealth# + 1 is your confront#. Roll the 6-dice to jump on top of the droid . . . and stay on.

If your confront# is equal to or more than your roll#, add the difference +8 to your MP total. Moving upward through the vertical airshaft, you ride the droid away from the detention level. Six levels later, you step off the droid and into a side shaft. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Detecting you as an unsanitary invading organism, the sanitation droid activates its electroshock assembly. A massive jolt travels through your body. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, you must proceed to climb the ladder (below).

To ride the sanitation droid (using Power)*: Choose your Balance Power. Your Jedi# + your Power's mid-resist# +

your stealth# is your confront#. Roll the 6-dice to jump on top of the droid . . . and not fall off.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. You ride the droid six levels up. Once you reach the sixth level, you step off the droid and into a side shaft. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Detecting you as an unsanitary invading organism, the sanitation droid activates its electroshock assembly. A massive jolt travels through your body. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, you must proceed to climb the ladder (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To climb the ladder: Your strength# +2 is your confront#. If you were just jolted by the sanitation droid, your strength# +1 is your confront#. Roll the 6-dice to climb the ladder six levels up.

If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. Six levels later, you step into a horizontal branch of the airshaft. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You almost lost your grip on the ladder. Repeat the confront until you have arrived six levels above the detention level, then you may proceed.

Sidestepping into a horizontal shaft, you watch the sanitation droid continue its ascent along the lift tube's exterior. Switching off your glow rod, you move to your left until your peer into the passage tube that leads to Hangar 872-H.

The slotted vent is not in place, leaving free access to the passage tube. Stepping out of the airshaft, you find the three-armed NR-5 maintenance droid still repairing the vent. The NR-5 swivels its visual photoreceptors to gaze at you.

NR-5 maintenance droids are equipped with a wide-band antennae. If it sees you exit the air shaft, the droid may try to alert the space station authorities.

Destroying the NR-5 might attract the attention of Imperials to the passage tube. You must evade the maintenance droid or persuade it to leave the passage tube. Choose to evade or persuade with or without Power. If you have taken a droid disabler on this Mission, you can also try to disable the droid.

To evade the maintenance droid (using Power)*:
Choose your Evasion Power or Camouflage Power. Your Power's low-resist# + your Jedi# + your stealth# is your confront#. Roll the 6-dice to move away from the NR-5 faster than its photoreceptors can follow you.

If your *confront#* is equal to or more than your *roll#*, add the difference +10 to your MP total. Looking all around the passage tube, the NR-5 wonders if it really saw anyone coming out of the air shaft. Making a note to have its photoreceptors checked, the droid returns its attention to repairing the vent. You may now proceed.

If your *confront#* is less than your *roll#*, subtract the difference from your MP total. You are unable to avoid the NR-5's keen photoreceptors, and must proceed to persuade it to leave, with or without using Power (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To evade the maintenance droid (without Power): Your *stealth#* +6 is your *confront#*. Roll the 12-dice to move away from the NR-5 faster than its photoreceptors can follow you.

If your *confront#* is equal to or more than your *roll#*, add the difference +11 to your MP total. The NR-5 doesn't notice you as you pass. You may proceed.

If your *confront#* is less than your *roll#*, subtract the difference from your MP total. You are unable to avoid the NR-5's keen photoreceptors, and must proceed to persuade it to leave, with or without Power (below).

To persuade the maintenance droid (using Power)*: Choose your Persuasion Power. Your *Jedi#* + your Power's *mid-resist#* +2 is your *confront#*. Roll the 6-dice to persuade the

droid that the space station supervisor wants it to supervise the sanitation droid in the airshaft.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. Moving forward on its treads, the NR-5 enters the airshaft to search for the sanitation droid. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The droid hesitates, unsure if it should leave the passage tube. Repeat this confront until you convince the NR-5 to enter the airshaft.

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To persuade the maintenance droid (without Power):
Your charm# +6 is your confront#. Smiling at the droid, you remark, "Am I glad I found you! There's a sanitation droid caught in that airshaft. The space station supervisor wants you to take care of it!" Roll the 12-dice to get the droid's response.

If your confront# is equal to or more than your roll#, add the difference +9 to your MP total. Moving forward on its treads, the NR-5 enters the airshaft to search for the sanitation droid. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The droid hesitates, unsure if it should leave the passage tube. Repeat this confront until you convince the NR-5 to enter the air-

shaft. After you have convinced the NR-5 to leave the passage tube, you may proceed.

To disable the NR-5 (with a droid disabler): You must have brought a droid disabler on this Mission in order to do this. Choose your droid disabler. Your weaponry# + your stealth# + your weapon's close-range# +4 is your confront#. Roll the 12-dice to sneak up on the NR-5 and disable it.

If your confront# is equal to or more than your roll#, add the difference +15 to your MP total. The NR-5 will never know what hit it. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You are unable to avoid the NR-5's keen photoreceptors — luckily, it doesn't see your weapon. Now you must persuade it to leave, with or without Power (above).

Walking quietly through the passage tube, you reach the entrance to Hangar 872-H. There isn't a stormtrooper in sight. At the far end of the hangar, you see the freighter.

For discovering the freighter, reward yourself 50MP or 1 Life Point (100MP or 1 Life Point for Advanced Level players).

"Pssst!" a voice whispers behind you.

Bracing yourself for an attack, you turn quickly to find Captain Kar Lamoran entering the hangar. She moves close to your side, carrying one of the acquired Imperial blaster rifles.

"What are *you* doing here?" you demand. "I told you to go meet Rogue Squadron!"

"My crew went to meet your fellow pilots," Lamoran answers. "That freighter is *mine* and I aim to get it back! I figured out you were going to get back here through the airshaft so I followed you."

"You followed me?" you ask with astonishment. "Did you run into any droids on the way?"

"As a matter of fact, I did," Lamoran answers. "One of them tried to stop me but I got rid of it. Good thing I had this blaster rifle!"

"That was foolish! If the Imperials notice a droid is missing, they might realize we came back here!"

"Sorry," Lamoran apologizes. "I didn't think it would —"

Before the freighter's captain can continue, another voice shouts, "Drop your weapons!" Three stormtroopers suddenly appear from their hiding places behind two stacks of shipping crates.

Seeing that you are surrounded, you drop your weapons. Captain Lamoran drops her blaster rifle to the floor.

One of the stormtroopers steps toward you. "I recognize you!" the trooper declares. "You're one of the spies who escaped from us earlier! We *knew* you might return here." The lead stormtrooper takes your weapons and hands them to one of the other troopers.

Wishing you had neutralized these three stormtroopers earlier, you consider your next move. The lead stormtrooper is within your striking range. Choose to combat the lead stormtrooper with or without Power.

To combat the lead stormtrooper (using Power)*: Choose your Confusion Power. Your stealth# + your Jedi# + your Power's mid-resist# is your confront#. Roll the 6-dice to confuse the stormtrooper so thoroughly that he knocks himself out with his rifle's folding stock.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. As the lead stormtrooper falls to the floor, you snatch the blaster rifle from his hands. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You are unable to confuse the lead stormtrooper. Now you must proceed to combat him without using Power (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To combat the lead stormtrooper (without Power): Add your stealth# to your strength# for your confront#. Roll the 6-dice to launch a devastating kick at the lead stormtrooper's helmet.

If your confront# is equal to or more than your roll#, add the difference +9 to your MP total. Grabbing the blaster rifle from the fallen trooper, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your kick only nicked the trooper's helmet. Repeat this confront until your kick knocks him out cold.

Raising the lead stormtrooper's blaster rifle, you realize its firing mechanism has jammed. Kar Lamoran takes a cautious step backward. The two remaining stormtroopers stand on either side of you. Both prepare to fire. Choose to combat both stormtroopers at once or one stormtrooper at a time.

To combat both stormtroopers at once: Your stealth# +3 is your confront#. Roll the 12-dice to duck before the stormtroopers fire.


If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. After you drop to the hangar floor, the two stormtroopers fire their weapons. Because you no longer stand between them, the stormtroopers accidentally shoot each other. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Roll the 6-dice to assess the damage.

If you roll 1 or 2: You are caught right between the stormtroopers as they open fire. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, subtract 10MP from your MP total. As the stormtroopers watch you fall, Kar Lamoran recov-

ers her weapon and blasts them away. You owe her one. You may now proceed.

If you roll 3 or 4: Firing over your head, the two troopers narrowly miss shooting each other. Now you must combat one stormtrooper at a time (below).



If you roll 5 or 6: You take a serious hit in the leg. For the rest of the Mission, subtract 1 from your stealth#. Lucky for you, Kar Lamoran recovers her weapon and blasts the stormtroopers away. You owe her one. You may now proceed.

To combat one stormtrooper at a time: Add your skill# to your strength# +4 for your confront#. Roll the 12-dice to swing the jammed blaster rifle like a club at the nearest stormtrooper.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. As the nearest stormtrooper goes down, Kar Lamoran picks up her blaster and opens fire at the remaining trooper. You admire her aim as both troopers hit the hangar floor. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your swing misses the stormtrooper. Now add +1 to your confront# for your new confront#. Roll the 12-dice to take another swing at the trooper.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The blaster rifle connects with the trooper's helmet. There's a loud cracking sound and the soldier crashes to the floor. Kar Lamoran opens fire on the remaining trooper. Both troopers have been neutralized. You may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have smashed the trooper's helmet with the jammed blaster rifle. After you have defeated both troopers, you may proceed.

Retrieving your weapons from one of the fallen troopers, you turn to face Kar Lamoran. The Corellian captain claps her hands five times and lets out a quiet but enthusiastic whistle. "You move pretty fast," Lamoran commends. "I'm glad you're on *my* side!"

"You're not too bad yourself," you reply. Then, you remark, "You said you had two droids on board. What models?"

"An R5 astromech on the bridge and an old ASP-7 in the cargo hold," Lamoran answers. "The ASP-7 has been acting up lately. I kept meaning to give it a memory wipe."

"We have to board your freighter without alerting any Imperials on board. Is there some kind of secret access we can enter?"

"There's an emergency ingress hatch behind the starboard maneuvering fin," Lamoran replies moving toward

the freighter. "There might be an Imperial lookout on board, so keep your head down." Running low and close to the walls, you follow the Corellian captain toward her ship.

Before you can reach the freighter, its engines fire. "They're taking off!" Lamoran shouts over the deafening roar. The freighter rises up from the hangar floor, then launches through the magnetic field generator and into space.

As the freighter speeds away from Space Station Kwenn, your gaze falls upon a small emergency vehicle docked near a refueling pod. An unoccupied Imperial fighter craft also remains in the hangar. "Contact Rogue Squadron, Lamoran!" you exclaim. "Tell them I'm going after your freighter!" Removing your outer garments, you toss your trader disguise aside to reveal your orange flight-suit.

To pilot the emergency vehicle: Choose a space vehicle. Your skill# + your vehicle's speed# is your confront#. Roll the 6-dice to launch the emergency vehicle from Hangar 872-H into space.

If your confront# is equal to or more than your roll#, add the difference +3 to your MP total. Although you've never flown this type of vehicle before, your skill carries you through the ignition and launch. Blasting out of Hangar 872-H, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Nearly snapping the joystick, you realize the emergency vehicle's controls were designed for someone weaker than you. Add

your strength# -1 to your confront# for your new confront#. Roll the 6-dice to adjust the controls.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The emergency vehicle launches out of the hangar and you may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. The engine stalls. Repeat this confront with your new confront# until you have launched the emergency vehicle. Once you have blasted into space, you may proceed.

Soaring away from Space Station Kwenn, you set your vehicle's sensors to track the fleeing freighter. You must board the captured vessel before it reaches a hyperspace jump point. Punching the thrusters, you race after the ship.

Seconds later, your vehicle draws near the freighter. A quick glance at your sensor screen confirms you are quickly approaching a designated hyperspace jump point.

Choose to dock with the freighter or eject from your vehicle to the freighter.

To dock with the freighter: Your skill# + your vehicle's stealth# +4 is your confront#. Roll the 12-dice to make a high-speed emergency docking procedure.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Aligning your vehicle over the freighter's emergency ingress hatch, you dock

behind the freighter's starboard maneuvering fin. Passing through your vehicle's egress hatch into the freighter's ingress hatch, you enter the captured vessel. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your vehicle's flight controls short circuit. Losing control, you must proceed to eject from your vehicle to the freighter.

To eject from your vehicle to the freighter: Your stealth# + your skill# +4 is your confront#. Making sure your flightsuit's life-support system is online, you prepare to eject. Roll the 12-dice to launch toward the freighter's emergency ingress hatch.

If your confront# is equal to or more than your roll#, add the difference to your MP total. You blast away from your vehicle and soar into the freighter's starboard maneuvering fin. Locating the emergency ingress hatch, you enter the freighter. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You nearly lose your grip on the freighter's emergency hatch. You must pull yourself inside (below).

To pull yourself inside the hatch: Your strength# +3 is your confront#. You desperately strain to get into the ingress hatch. Roll the 6-dice.

If your confront# is equal to or more than your roll#, you've made it inside, and may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You still haven't made it in. Repeat this confront until you have entered the hatch.

Crawling through the emergency hatch, you reach a plastoid panel and slide it to the side. You gaze below and realize you are above the ceiling over the freighter's rear hold. Easing down onto a narrow catwalk, you scan the area.

Nine Imperial soldiers in heavy, gray workclothes are standing on the floor below. "Hurry up and get into your disguises!" an officer commands the soldiers. "We'll be entering hyperspace in just a few minutes. When we arrive at Bonadan, we want to look like an ordinary freighter crew. Lord Vader's instructions are clear: No one must identify us as Imperials!"

Turning from the others, the disguised officer heads toward an exit. "I'm going to the bridge to take over flight operations from the astromech droid," the officer states. He exits the hold, leaving eight soldiers behind.

You are stunned to hear that Darth Vader is involved in this operation. Clearly, the stakes are very high. You consider your next move. Now that you know the freighter's destination is the planet Bonadan, you must prevent the Imperials from entering hyperspace. First, you must deal with the Imperials who remain in the rear cargo hold.

You can force the Imperials to abandon the freighter. Or you can neutralize the Imperials, with or without Power. Choose now.

To force the Imperials to abandon the freighter: Your charm# +2 is your confront#. Remembering that Lamoran has rigged the escape pod, you remove a thermal detonator from your belt. Then you shout at the Imperials, loudly informing them you are a Rebel spy about to blow up the ship. Roll the 6-dice.

If your confront# is equal to or more than your roll#, add the difference +15 to your MP total. Seeing your thermal detonator, the eight Imperials quickly scramble into the escape pod. Seconds after the pod launches, it explodes. Returning the detonator to your belt, you jump to the floor below. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Although they are startled by your sudden appearance, the Imperial soldiers do not believe you will use the thermal detonator. They reach for their weapons and you must proceed to neutralize the stormtroopers using Power (below). If you have already used Power three times during this Mission, you must proceed to neutralize the Imperials without Power (below).

To neutralize the Imperials (using Power)*: Choose your Confusion Power. Your Power's mid-resist# + your Jedi# + your stealth# +3 is your confront#. Roll the 12-dice to make the soldiers fire upon each other.

If your confront# is equal to or more than your roll#, add the difference +11 to your MP total. The soldiers fire upon one another until not one of them is left standing. Dropping to the cargo hold, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Unable to confuse so many soldiers at once, you must proceed to neutralize the Imperials without Power (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To neutralize the Imperials (without Power): Choose your weapon. Add your weaponry# to your weapon's far-range# for your confront#. Making sure your flightsuit is sealed, you brace yourself on the scaffolding. Roll the 6-dice to aim at a control switch that will open the cargo bay doors.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. The cargo bay doors open and the eight Imperials are sucked into space. After the cargo room repressurizes, you drop to the floor and close the bay doors. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You missed the control switch. Add +1 to your confront# for your new confront#. Roll the 6-dice to target the control switch again.

If your new confront# is equal to or more than your roll#, the eight Imperials are swept out of the freighter and into space. You close the cargo bay doors and may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this

confront with your new confront# until you hit the control switch.

Leaving the rear cargo hold, you make your way up a passage tube to the freighter's bridge. At the end of the tube, a small hatch window allows you to see inside the bridge. Peering through the window, you see the disguised Imperial officer standing beside a yellow-domed R5 unit.

The R5 astromech droid has three maintenance appendages jacked into the ship's computer console. It appears that the Imperials used the R5 to navigate the ship from Space Station Kwenn to the hyperspace jump point. The officer and the droid appear calm, unaware that the other Imperials are no longer on board the freighter.

Seeing something outside the viewport, the officer stiffens. Pressing your face up against the hatch window, you follow the officer's gaze. A stock light freighter is zooming toward the freighter. The *Millennium Falcon* has arrived.

Unfortunately, you are standing too close to the hatch. Your right hand accidentally brushes against a panel and the hatch slides open. The officer whirls to face you and reaches for his blaster.

You must combat the disguised Imperial officer. Choose to combat the officer with or without a weapon.

To combat the officer with a weapon: Choose your weapon. Add your weaponry# to your weapon's close-range# for your confront#. Roll the 6-dice to neutralize the officer.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The disguised Imperial

officer takes the blast directly in the chest and falls to the bridge floor. You may now proceed.

If your *confront#* is less than your *roll#*, subtract the difference from your MP total. The officer brings his fist down on your hand, knocking the weapon from your grip. You must proceed to combat the officer without a weapon (below).

To combat the officer without a weapon: Your *strength#* +2 is your *confront#*. Roll the 6-dice to throw a powerful punch at the officer.

If your *confront#* is equal to or more than your *roll#*, add the difference to your MP total. Knocking out the officer with a single blow, you may now proceed.

If your *confront#* is less than your *roll#*, subtract the difference from your MP total. Repeat the confront until you have decked the officer. After he has fallen to the bridge floor, you may proceed.

The astromech droid beeps excitedly at you. Looking outside the viewport, you see the *Millennium Falcon* move in closer to the bulk freighter. "Open a communication channel with that stock light freighter!" you order the droid. "Captain Solo, do you read me?"

"Loud and clear, pal!" Solo's voice answers over the comm. "I've got Chewie and Luke with me. Sorry it took us so long to get here!"

"How did you know where to find me?" you ask.

"We met up with the rest of Rogue Squadron and Captain Kar Lamoran on Space Station Kwenn," Solo replies. "Lamoran told us you went after her freighter on your own."

"Thank goodness she got the message to you."

"She seemed pretty concerned about you," Solo conveys. "She said even if you survived the Imperials, she was afraid her droid might give you some trouble."

Looking down at the apparently harmless R5 unit, you remark, "What, this astromech? There's no problem here."

"No, the *other* droid," Solo responds. "The ASP. She said it might even try to attack you if it doesn't know who you are!"

Suddenly, the sound of a heavy metal foot clanks against the bridge floor behind you. You turn to see an old ASP-7 entering the bridge, walking sideways so its broad metal shoulders can pass through the hatch. The ASP rotates its gear-laden midriff and raises its heavy arms toward you.

"Why couldn't you pick on the Imperials?" you exclaim.

Choose to reprogram the ASP, evade the ASP, or combat the ASP.

To reprogram the ASP: Your skill# +1 is your confront#. Roll the 6-dice to override the droid's programming.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. You immediately supersede the droid's primary programming. The ASP-7 halts in its tracks and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Desperately in need of a

memory wipe, the malfunctioning droid advances at you. Proceed to evade the ASP or combat it (below).

To evade the ASP: Your stealth# +2 is your confront#. Roll the 6-dice to dodge the oncoming ASP.

If your confront# is equal to or more than your roll#, add the difference +3 to your MP total. Leaping aside, you avoid being struck down by the ASP. The droid runs headfirst into a wall. The ASP deactivates and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Unable to avoid the droid, you take the full impact of its assault. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, proceed to combat the ASP (below).

To combat the ASP: Choose your weapon. Add your weaponry# to your weapon's close-range# for your confront#. Roll the 6-dice to target the ASP's head.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The droid's head is neatly shaved clean off its shoulders. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your aim was off. Now add

+1 to your confront# for your new confront#. Roll the 6-dice to target the dangerous ASP-7.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Your aim is dead on its mark and the ASP falls to pieces on the bridge floor. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have struck down the ASP. Once the droid is deactivated, you may proceed.

“What’s going on over there?” Han Solo’s voice calls out from the comm.

Breathing a sigh of relief, you turn back to the R5 unit and the freighter’s comm. “Everything’s okay, Solo. I’m setting a course back to Space Station Kwenn. We’ll rendezvous at Docking Bay 238.”

“Just one more question, pal,” Solo adds. “Did you find out the freighter’s destination?”

“Yes,” you reply. “Plus I found out something even worse. You’re not going to believe this, but Darth Vader is somehow involved!”

The mention of Darth Vader causes a silence to fall across the crew of the *Millennium Falcon*. During the return to Space Station Kwenn, no one says a word.

For discovering the Imperial destination and saving the freighter, reward yourself with 250MP (400MP for Advanced Level players).

**THE
AFTER-
MISSION**



Walking away from the Imperial Palace, Darth Vader escorted the newly promoted General Mordak to the landing pad. Communications Officer Tix trailed several steps behind them. It was late in the afternoon on Coruscant and the three figures cast long shadows across the landing pad's smooth plastoid surface.

They approached a waiting Lambda-class shuttle, easily identified by its prominent upper stabilizer. At the base of the Lambda's docking ramp, Vader turned to General Mordak.

"Officer Tix has the coordinates for your destined hangar on Bonadan," Vader stated. "Once there, you will meet an Imperial officer with a Corellian Action VI Transport freighter."

"Yes, Lord Vader," Mordak responded.

"I don't believe you need to be reminded of the price of failure," Vader added, his deep voice filled with restrained menace.

"No, Lord Vader."

"Good." Vader drew a small object from his pocket. "Now take this."

Mordak reached out for the object. It was a holotape.

"This holotape contains detailed instructions of your mission," Vader informed Mordak. "Play it before you reach Bonadan. Then contact me after you assume control of the freighter."

"Thank you, Lord Vader."

General Mordak and Officer Tix boarded the Lambda. Darth Vader stepped away from the landing pad and watched as the shuttle lifted away from Imperial Palace. Then Vader turned, walking fast to his repaired TIE fighter.

Minutes later, the Dark Lord of the Sith was on his way to the starship yards of Fondor.

On Space Station Kwenn, the Rebels grouped with Captain Kar Lamoran and her crew on Docking Bay 238.

"Artoo-Detoo was able to download destination coordinates from the freighter's nav computer," Luke Skywalker remarked. "The Imperials were taking the freighter to an industrial hangar on the planet Bonadan in the Corporate Sector. But what's on Bonadan?"

"It's a factory world," Han Solo answered. "They manufacture just about everything except for weapons. To keep peace and order, all weapons are outlawed on Bonadan."

"The Imperials onboard Lamoran's ship were disguised as an ordinary freighter crew," Wedge Antilles observed. "For some reason, they didn't want anyone to know they were going to Bonadan."

"The Empire went to a lot of trouble to take over Lamoran's freighter," Princess Leia noted. "If the freighter doesn't show up on Bonadan, the Imperials will try tracking it back here."

"Then there's really only one thing we can do," Solo suggested. "We'll have to impersonate the Imperials and take Lamoran's freighter to Bonadan ourselves."

"Are you insane?" Kar Lamoran asked. "I mean, that's *my* ship you're talking about!"

"Solo has a point, Lamoran," Leia admitted. "If the Imperials come back to Space Station Kwenn, they'll be looking for you as well as your freighter. They won't rest until they find you. They might even destroy this entire station!"

At the thought of a possible Imperial attack, Chewbacca the Wookiee howled in anger, startling Q-7N and

See-Threepio. Artoo-Detoo emitted a rapid series of beeps, followed by a low mechanical moan.

"You're quite right, Artoo," See-Threepio remarked. "It appears we have no choice. We're going to Bonadan!"

NEXT MISSION: BOUNTY ON BONADAN

The Empire has seized a
Corellian Action IV bulk
freighter. As a member of
Rogue Squadron, you must
find out why the Imperial
forces have taken the vessel.
Then you must stop them.
Your mission: to free the
freighter's crew from their
detention cells, and to
infiltrate the hijacked craft.

May the Force
be with you.

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